

# DRAGON WARRIOR



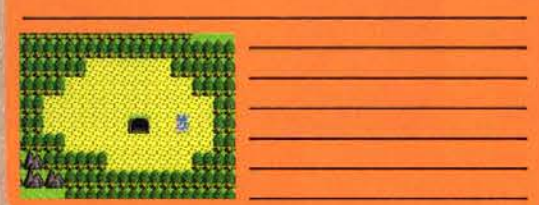
1 TANTEGEL CASTLE



2 BRECCONARY



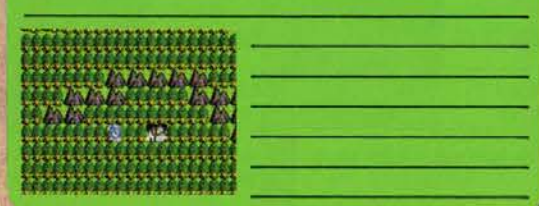
3 ERDRICK'S CAVE



4 GARINHAM



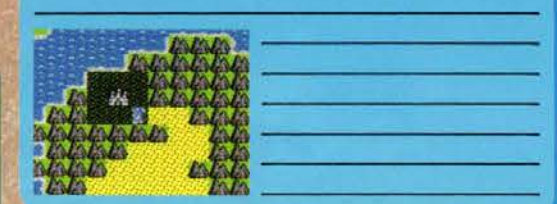
5 KOL



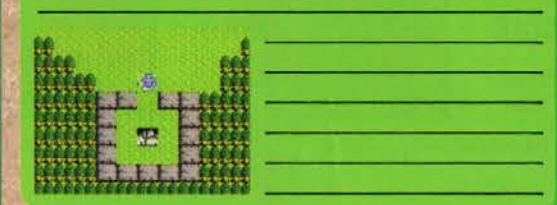
6 NORTHERN CAVE



13 CHARLOCK CASTLE



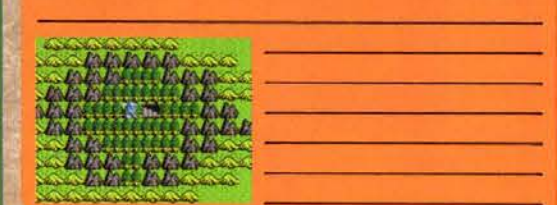
12 CANTLIN



11 HAUKSNESS



10 SOUTHERN CAVE



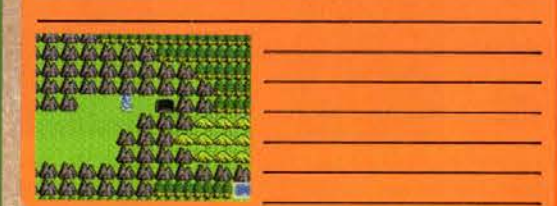
9 RIMULDAR



8 SWAMP CAVE



7 MOUNTAIN CAVE

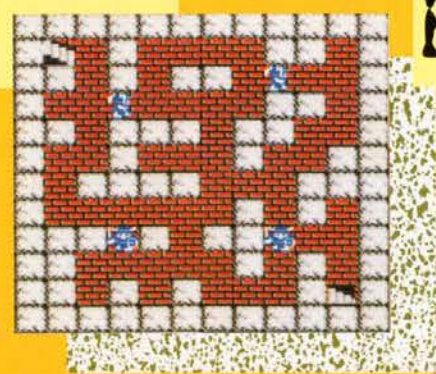




# DUNGEON MAPS

## ERDRICK'S CAVE

B1



B2



## MOUNTAIN CAVE

B1

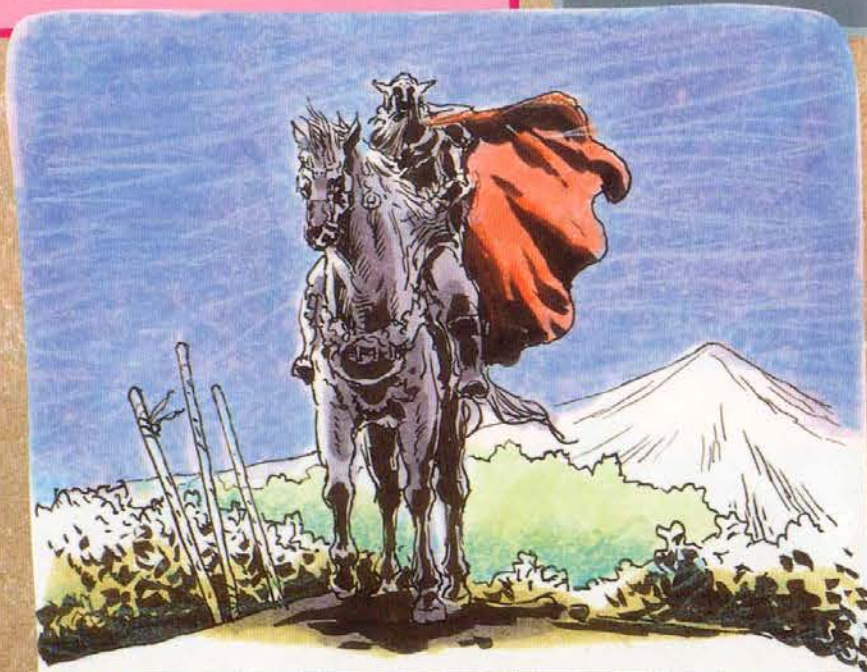


B2



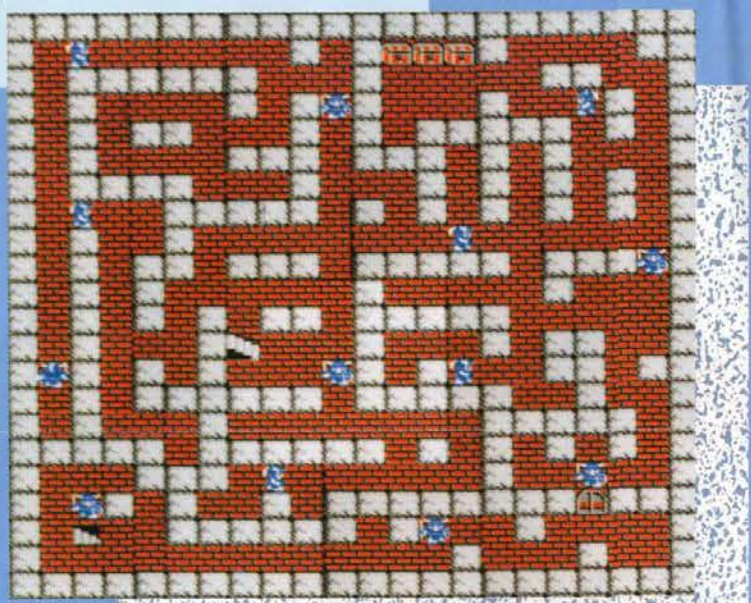
## SWAMP CAVE

B1

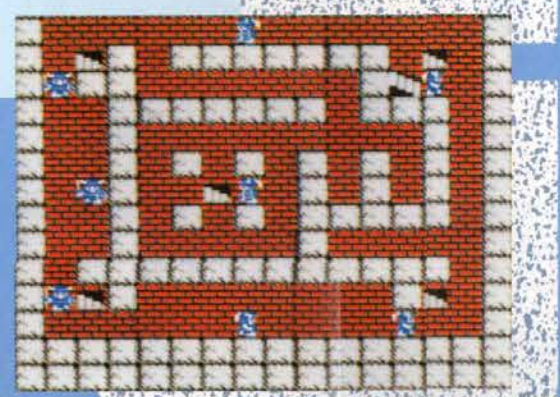


## GRAVE OF GARINHAM

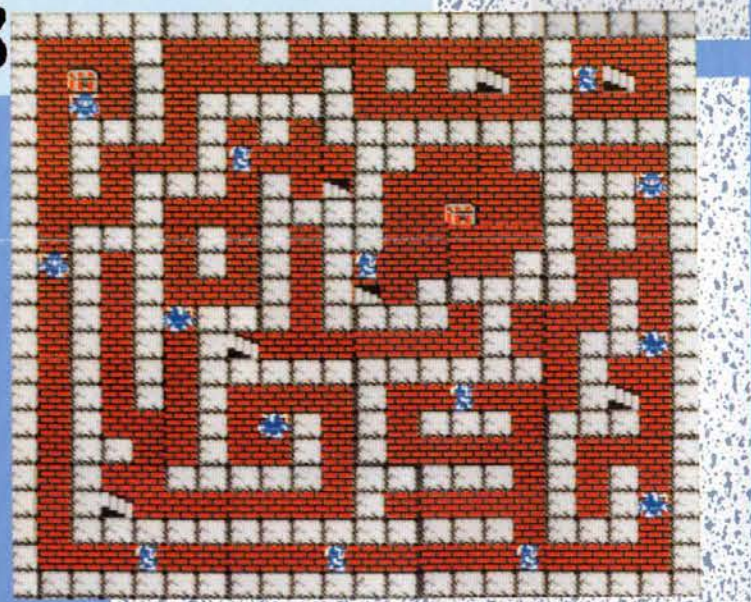
B1



B2



B3

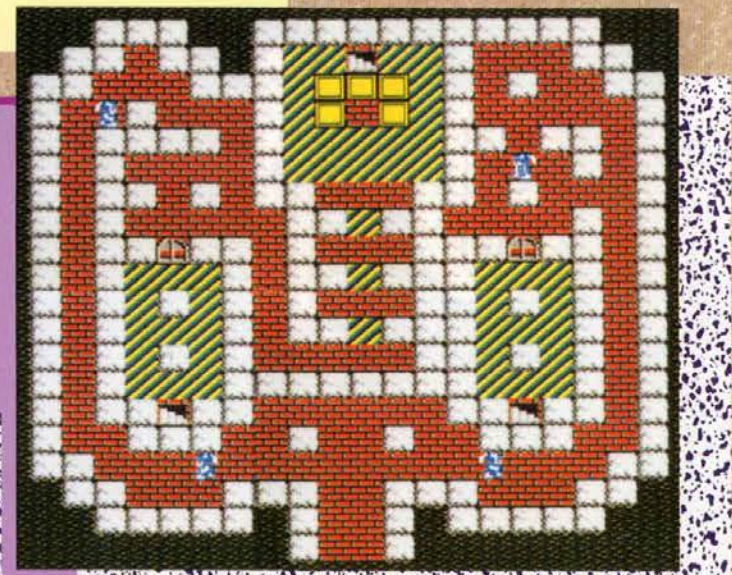


B4



## THE CASTLE OF THE DRAGONLORD

F1



B1



B2



B3



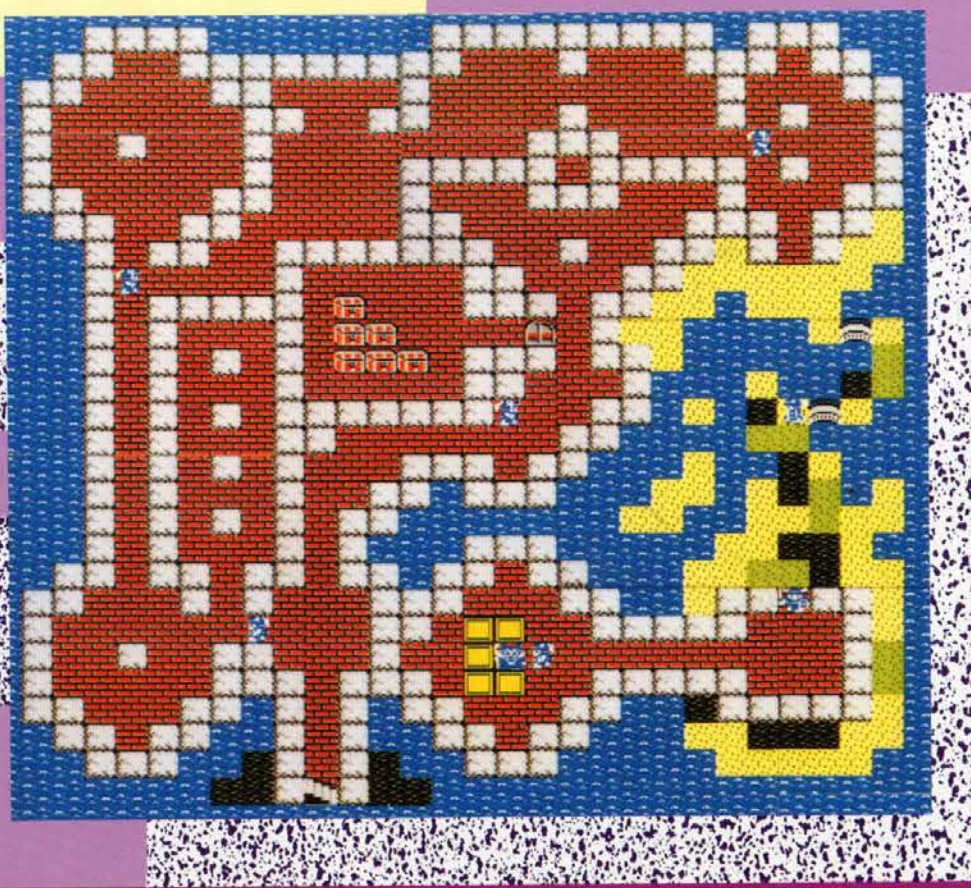
B4



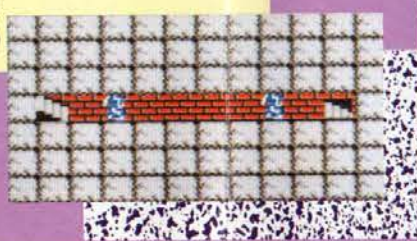
B5



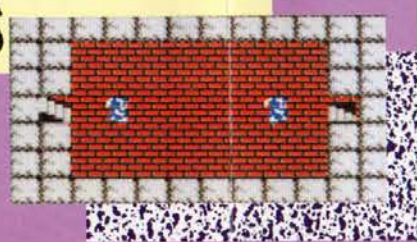
B7



B6



B6







# MONSTER IDENTIFICATION CHART

SLIME	
MAX HP	3
GOLD	2
Experience	1
The weakest enemy in Alefgard.	

RED SLIME	
MAX HP	4
GOLD	3
Experience	1
A slightly more troublesome member of the slime family.	

METAL SLIME	
MAX HP	4
GOLD	6
Experience	115
Lots of experience points can be yours, if you can defeat it.	

DRAKEE	
MAX HP	6
GOLD	3
Experience	2
A flying baby dragon.	

MAGIDRAKEE	
MAX HP	15
GOLD	12
Experience	5
The Magidrakee knows the HURT spell.	

DRAKEEMA	
MAX HP	20
GOLD	20
Experience	11
You had better have your magic ready, Drakeemas are tough.	

GHOST	
MAX HP	7
GOLD	5
Experience	3
This awful apparition can be troublesome.	

POLTERGEIST	
MAX HP	23
GOLD	18
Experience	81
A tough opponent usually found in caverns.	

SPECTER	
MAX HP	36
GOLD	70
Experience	18
Supernatural. Sly. Strong. The Specter is not an easy ghost to bust.	

GOLDMAN	
MAX HP	50
GOLD	200
Experience	6
Made of solid, pure Gold.	

GOLEM	
MAX HP	70
GOLD	10
Experience	5
Golem has a weakness for beautiful music.	

STONEMAN	
MAX HP	160
GOLD	140
Experience	65
Solid as a rock, Stoneman is no pushover.	

WOLF	
MAX HP	34
GOLD	50
Experience	16
Strong and persistent, wolves are dangerous foe.	

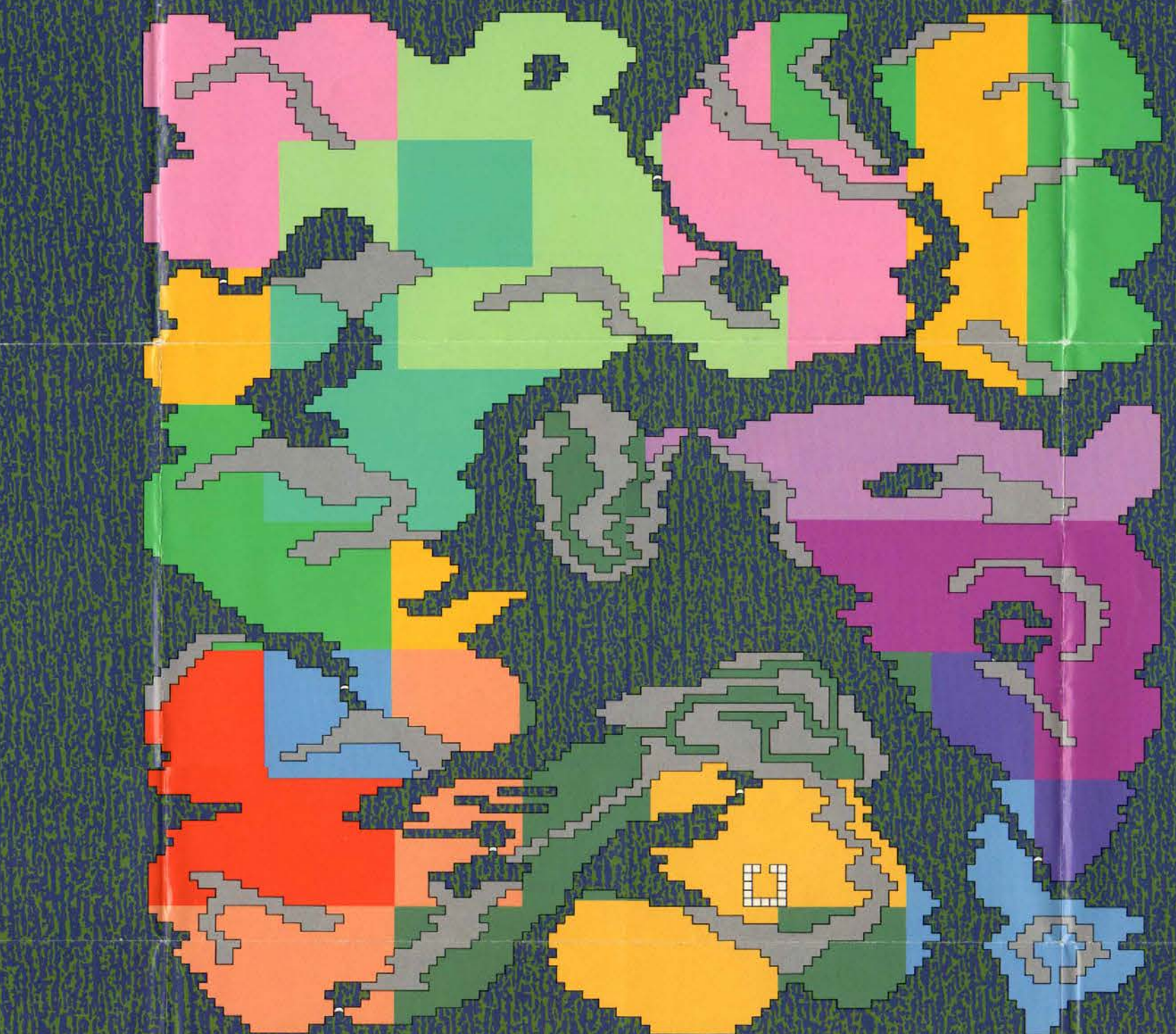
WOLFORD	
MAX HP	38
GOLD	80
Experience	20
The SLEEP spell works well on this fiend.	

WEREWOLF	
MAX HP	60
GOLD	155
Experience	40
A real dog of an opponent.	

MAGICIAN	
MAX HP	13
GOLD	12
Experience	4
A good source of Gold and Experience near the start of your adventure.	

WARLOCK	
MAX HP	30
GOLD	35
Experience	13
STOPSPELL should be used immediately when he shows up.	

WIZARD	
MAX HP	65
GOLD	165
Experience	50
As far as magic goes, he's one of the best.	



SLIME RED SLIME	RED SLIME GHOST DRAKEE MAGICIAN	METAL SCORPION SKELETON WARLOCK WOLF
SLIME RED SLIME DRAKEE	GHOST MAGICIAN SCORPION MAGIDRAKEE	METAL SCORPION WRAITH WOLFORD GOLD MAN
SLIME RED SLIME DRAKEE GHOST	GHOST MAGICIAN SCORPION MAGIDRAKEE	WYVERN GOLD MAN WOLFORD WRAITH
	SCORPION MAGIDRAKEE SKELETON WARLOCK WOLF	ROGUE SCORPION WRAITH KNIGHT WYVERN KNIGHT SHADOW KNIGHT
		WEREWOLF SHADOW KNIGHT KNIGHT MAGIWWYVERN STARWYVERN
		METAL SLIME WRAITH KNIGHT MAGIWWYVERN SHADOW KNIGHT KNIGHT
		GREEN DRAGON WIZARD WEREWOLF STARWYVERN GOLEM

DROLL	
MAX HP	25
GOLD	25
Experience	10
Drolls hang out in dark passages.	

DROLLMAGI	
MAX HP	38
GOLD	90
Experience	22
It is much stronger than it looks.	

SHADOW KNIGHT	
MAX HP	50
GOLD	150
Experience	37
More than magic is necessary to defeat this extraordinary creature.	

SCORPION	
MAX HP	20
GOLD	16
Experience	6
SLEEP works well on scorpions.	

METAL SCORPION	
MAX HP	22
GOLD	40
Experience	14
Unless you're very strong, use sleep.	

ROGUE SCORPIN	
MAX HP	35
GOLD	110
Experience	26
Lots of trouble, but lots of Gold.	

KNIGHT	
MAX HP	55
GOLD	130
Experience	33
A nasty guy with a nasty temper.	

AXE KNIGHT	
MAX HP	70
GOLD	165
Experience	54
A brutal opponent armed with a sharp axe.	

ARMORED KNIGHT	
MAX HP	90
GOLD	140
Experience	70
He is like a tank.	

GREEN DRAGON	
MAX HP	65
GOLD	160
Experience	45
The weakest of the dragon family.	

BLUE DRAGON	
MAX HP	70
GOLD	150
Experience	60
A tricky and difficult dragon.	

RED DRAGON	
MAX HP	100
GOLD	140
Experience	100
Only the Dragonlord himself is more dangerous.	

WYVERN	
MAX HP	42
GOLD	100
Experience	24
A small, flying dragon found in many areas.	

MAGIWWYVERN	
MAX HP	58
GOLD	140
Experience	34
A user of magic spells, the magiwyvern can be a nightmare.	

STARWYVERN	
MAX HP	65
GOLD	160
Experience	43
A strong and unpredictable creature.	

SKELETON	
MAX HP	30
GOLD	30
Experience	11
Weakest of the skeleton family, but still a powerful fighter.	

WRAITH	
MAX HP	36
GOLD	60
Experience	17
This bonehead is rather strong.	

WRAITH KNIGHT	
MAX HP	46
GOLD	120
Experience	28
Luckily, by the time you meet him, you'll know a few magic spells.	

DRUIN	
MAX HP	22
GOLD	16
Experience	7
A creature that dwells in the dungeons.	

DRUINLORD	
MAX HP	35
GOLD	85
Experience	20
Magic and strength are its strong points.	

DRAGONLORD	
MAX HP	?
GOLD	?
Experience	?
?	



# DRAGON WARRIOR

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